

HANDBOOK
OF
BAYONET TRAINING
FOR
HIS MAJESTY'S FLEET.

1921.

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FOR
HIS MAJESTY'S FLEET.

1921.

By Authority of the Lords Commissioners of the Admiralty.

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HANDBOOK OF BAYONET TRAINING
FOR H.M. FLEET, 1921.

ADMIRALTY,
25th February, 1921.

The "Handbook of Bayonet Training for H.M. Fleet, 1921," having been approved by My Lords Commissioners of the Admiralty, is hereby promulgated for information and guidance.

BY COMMAND OF THEIR LORDSHIPS.

O. Murray

*To all Flag Officers, Captains,
Commanders, and Commanding
Officers of H.M. Ships
and Vessels.*



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BAYONET TRAINING, 1921.

SECTION 1.

GENERAL INSTRUCTIONS AS TO THE CONDUCT OF THE TRAINING.

1. The following scheme of bayonet training is to be considered as an interpretation of "*Musketry Regulations,*" Part I, 1909, *Addendum No. 5, July, 1919, for the Army*, portions of which are embodied in this book.

2. Individual training in the use of the bayonet will be carried out in the Royal Navy by Gunners' Mates, and in the Royal Marines by the *Physical Training Instructors*.

The combination of bullet and bayonet will naturally be taught by Gunnery Instructors in the Royal Navy, and by the Musketry Staff in the Royal Marines.

3. Both the Navy and the Corps of Royal Marines differ considerably from the Army, as far as this important branch of their training is concerned, and no true comparison can be made between the Army recruit or trained soldier and the Seaman and Marine, owing to the varied conditions of their service. Very much greater attention to small points, and a somewhat different mode of progression, are necessary for Seamen and Marines, both in the elementary stages of instruction and in the revision courses. Instructors in the initial stages of the training, both of the Seaman and of the Marine recruit, must aim at the greatest accuracy, in order to overcome, as far as possible, the many disadvantages brought about by adverse conditions, *e.g.* :—

- (a) The difficulty of regular practice, especially at sea.
- (b) The absence of facilities for the training.
- (c) The long periods which may elapse between revision courses.
- (d) The number of subjects to be revised in a short time.

It cannot therefore be too strongly emphasised, that no really lasting result can be expected, unless the groundwork

is thoroughly well taught. The methods of progression and the notes on each particular motion must be instilled, as laid down in this book.

During the war, owing to the very short period available for training, it was not possible to teach attack and defence principles, except as far as tactical application was concerned, and this latter was learnt by practical experience. The chief point aimed at was the development of the fighting spirit, and this, owing to war conditions, a good instructor could inculcate without much trouble, but instruction in the actual use of the bayonet was, of necessity, crude.

In peace time a much longer period is available for training, therefore a high standard of individual proficiency must be required. It therefore follows, that the slower the progression, the more interesting must the instruction be made, and this can only be achieved by instructors technically acquainted with the principles of attack and defence.

4. Stereotyped lessons of any kind are useful to teach first principles, but they do not solve the problem of individual initiative.

The correct use of "*The ring and blob stick*" is of the utmost value, as far as the training of the individual is concerned; it is especially applicable to the Royal Navy and the Royal Marines for the following reasons:—

- (a) It can be used under any conditions, particularly on board ship.
- (b) It is an excellent recreation.
- (c) It teaches men to use their brains and develops that quick perception which is so necessary in the performance of a practical act of either attack or defence.
- (d) It is very easily made and stowed away.
- (e) When once individual proficiency is attained, the collective and tactical use of the bayonet is easily taught.

5. The tactical application of bayonet training may require modification from time to time, but the individual use of the bayonet will never alter, always provided that the weapon remains as it is at present.

In the Royal Navy, which is serving all over the world, it is of the utmost importance to have perfect uniformity.

Copious explanatory notes are given with this end in view.

SECTION 2.

ESSENTIAL POINTS IN THE USE OF THE BAYONET.

1. An effective attack with the bayonet requires *Accuracy*, *Judgment of distance*, *Strength* and *Quickness*, during a state of wild excitement and probably physical exhaustion.

- (a) *Accuracy* is the ability to aim at and hit a vital spot. It requires both knowledge of, and practice in, the rules of aiming.
- (b) *Judgment of distance* is the ability to judge with the eye the amount of forward movement required, with or without the body or legs, to deliver a penetrating "Point" or a "Butt stroke."
- (c) *Strength* is the ability to make a "Point" and to "Withdraw" with sufficient force, the latter, in many cases, requiring great energy. This can only be developed by long practice, concentration of mind, and imagination of the act, as it would be in actual combat. It must be remembered, however, that no matter how strong a man may be, it is accuracy of movement which determines the power.
- (d) *Quickness*. Mere speed of movement does not necessarily constitute quickness in attack and defence. The essential point is the ability to move *at the right time, i.e.*, the instant that a man sees a target, the brain, eye and body being so well trained that they work in perfect unity. This can only be attained by continuous practice and correctness of movement.

2. "Distance."—There are three kinds of "Distance" :—

- (a) "Correct distance."—The ability to hit opponent, either when the attacker is stationary, or advancing at an ordinary walking pace.
- (b) "Under distance."—The ability to hit opponent, only by drawing the rifle back. In bayonet training, men must be taught to overcome this by using a "Butt stroke," if too close to use the "Point"; if too close to employ a "Butt stroke," kick or use the knee.
- (c) "Over distance."—The ability to hit opponent, only by advancing more than the ordinary pace with the moving foot.

3. *Hand-to-hand fighting*.—All work with the bayonet must meet the requirements of confined spaces; your opponent is usually on the top of you before you realise it, so that the bayonet has to be used almost within the breadth of a man's body, this requires a high degree of individual initiative and skill. In a bayonet assault, all ranks go forward to kill, and only those who have developed skill and strength by constant training will be able to kill.

4. *The spirit of the bayonet*.—This is an aggressive spirit combined with a confidence in one's own powers, which must be infused into all ranks. Under practice conditions the imagination must be stimulated in every possible way—“*Think the act*.”

5. The bayonet is essentially an offensive weapon—go straight at an opponent with the point threatening his throat and deliver the point wherever an opening presents itself. If no opening is obvious, one must be created by beating off the opponent's weapon, in order to make him uncover himself.

6. The elementary course will consist of the five lessons and an assault practice. (*vide* Schedule A.)

7. *Trained man's course and daily practice*.—Half-an-hour a day, on at least five days a week, should be devoted to the daily practice in bayonet training by trained men. The scheme of lessons is contained in Schedule B, Lessons 1-6. Schedule C contains six practices (a) to (f), for use on board ship.

SECTION 3.

HINTS TO INSTRUCTORS.

1. It is most important to avoid any form of “Drill” during the training. This can be done by giving an order, not as a word of command, but quickly, e.g., “*Guard!*” not “*On-guard!*”

The cautionary part of an order must be governed by the size of the class, the mentality of the class, and the stage of their training. Let them move in their own time, and avoid any tendency to count for each motion. Speed comes with practice. Rather cultivate the habit of talking to them as they move, or, before the actual executive word, use some such expressions as “*Punch!*”—“*Pull it back hard!*” &c. The imagination of each particular act will supply the necessary expression.

2. The "Word of command" Lessons should be used :—

- (a) To teach the outline of movements.
- (b) With trained classes, to assist the brain to think out quickly combined movements: in this case, they should be a feature of the more advanced work.
- (c) To cultivate the collective sense in the training.

3. The real brain and eye training can only be developed by means of the "Ring and blob stick," for it is by this that Accuracy, Judgment of Distance and the Time to move are produced; these are the three essential factors for a practical action with the bayonet or butt.

4. The "Dummies" supply the necessary resistance to develop strength.

5. Where conditions allow, the "Ring" may be combined with "Dummy" work, by placing it quickly on any part of the "Dummy" just before a man starts to make his "Point," taking it away before the "Point" actually arrives—this applies to "Long" and "Short points."

In placing the "Ring" for the "Jab," it should form an angle of about 45 degrees to the "Dummy," with the "Stick" touching the "Dummy"; in this case, it can be left on the "Dummy," when the "Jab" is made.

6. To develop rapidity of movement and individual alertness, the following examples are given as a guide and should be practised in each lesson, both in close or extended formations, and, when stationary or on the move :—

- (a) Fixing and unfixing bayonets—each man as rapidly as possible.
- (b) Giving a sudden order, such as "Lie down!" (in any named direction).
- (c) Opening ranks on the march from any named file.
- (d) Coming "On guard" in any named direction.

Many similar movements can be thought out by the average instructor, so that men are exercised as individuals without forgetting their comrades on each side of them. By this means, individual and collective training is combined.

7. Two methods of teaching a movement.—

- (a) Place the class in a position, where they can see you, and, where you can see them.

Explain, as you illustrate, each position.

Explain how and why the movement is formed.

(This method avoids any idea of "Detail" and long explanations, which merely tire and confuse.)

- (b) Explain and illustrate one motion at a time, and combine them, when you see the men understand. (Always remember that a man may understand, but requires practice for correct performance.)
8. *Two methods of correcting mistakes.*—
- (a) *General.*—If you see a general fault, "Rest" the class and tell them to look at you—then illustrate the position which you may require to correct, and practise it. Do not waste time by calling the class round you.
- (b) *Individual.*—So long as the class can see you, you can always draw a man's attention to his fault without keeping the remainder of the class in a strained position, *e.g.*, "Number three of the rear rank, turn your toe out" or else point to the man and say, "Bend your left knee more," &c.

If the individual in question cannot correct himself by this means, walk over to him, while the others are working, and put him right. Avoid monotony by being satisfied with any improvement, however slight. Remember that daily improvement means ultimate success.

Abuse of numberless repetitions will only cause greater difficulties. Rather study the cause of a fault, than the fault itself, *e.g.*, if a man overbalances in making a "Point," the cause is an insufficient base of the feet, as the body is not properly balanced; in such a case it is useless to say "Don't fall down!"

Aim at perfection, though you may never obtain it, and remember that an uncorrected fault becomes a habit.

9. In the elementary stages of the training, progression is of necessity slow; quickness of progression is determined by the capabilities of the class.

10. When men are resting, try to retain their interest by talking to them about what they are doing, explaining to them the reasons, &c.

11. After the elementary stages have been passed, the "Master and Pupil" method of instruction is, by far, the best means of keeping the class interested—the instructor walking round and pointing out mistakes.

12. Bayonet training should be carried out chiefly in a "free and easy" kit, but men should be accustomed to use their bayonets when wearing drill order; packs and box respirators may be worn when an efficiency test is in progress.

For the "Pointing" and "Parrying" practices a light stick 4 feet 6 inches to 5 feet long, and $2\frac{1}{2}$ inches to 3 inches in circumference, with "Thrusting ring" and "Blob," must be provided for every two men.

13. *Vulnerable parts of the body.*—Throat, belly, kidneys, back of the neck, front and back of thighs, fork. Two to three inches penetration is sufficient to incapacitate and allow for a quick withdrawal, whereas, if a bayonet is driven home too far, it is often impossible to withdraw it.

In such cases a round should be fired to break up the obstruction. Men should be taught to aim at the exposed parts of the target—a vital spot being the "bulls eye," so to speak. Any part of a man is vulnerable, inasmuch as it is the only part exposed. Thus, in naming a target, it is not wrong to say, "At the right or left foot, &c."

14. *Method of using the "Ring and blob stick."*—The "Ready" position, as shown in Plate III, is most important, for in this position only, both the "Ring" and "Blob" are out of play. When the "Ring" or the "Blob" is placed quickly in any position showing a face target, it must be attacked instantly, either stationary or advancing, according to where it is placed, at any angle to the front, right or left, but never greater than 90 degrees. As the "Withdrawal" is made, the "Stick" should be jerked back to the "Ready" position, except in combined movements, *e.g.*, "Point" and "Butt stroke," "Butt stroke," and "Point," or "Point," "Butt stroke" and "Point."

SECTION 4.

LESSONS 1-7.

LESSON 1.

1. The bayonet will invariably be fixed with the scabbard on, and the trigger action will be "cocked" with safety catch applied during elementary instruction.

2. *Class formation.*—The class will fall in in two ranks.

On the order "*Open out for bayonet training—from any named file—move!*" The rear rank man of the named file will remain still, the remainder of the rear rank extending to the required number of paces from him. The front rank will move forward the required distance (six to fifteen paces), turn about and cover their rear rank men.

The rear rank is responsible for the interval.

The front rank is responsible for the distance.

Where space does not permit, this formation must be modified to meet requirements, care being taken that there is enough room for each man to move correctly.

3. "*On guard*" position (Plate I).—The feet in a natural walking position. (When stationary, left toe towards opponent.)

Base of feet should always be increased rather than diminished. Left knee very slightly bent. Rifle held with the left hand just in front of, but close up to, the sling swivel, the first joint of the thumb over the barrel. The left arm slightly bent. The right hand grasping the small of the butt with the first and second fingers round the small and the remaining fingers round the butt. (This avoids injury to the hand in the "*Withdrawal*.") Right forearm resting lightly along the butt. Point directed on opponent's throat. Barrel inclined to the left, at an angle of 45 degrees, by slightly depressing the left wrist. Head slightly inclined forward. The whole position to be without stiffness.

4. "*Rest*" position.—Any position of ease, right hand holding the rifle, as for the "*Order*," with the butt on the ground.

5. "*High port*" (Plate II).—Grasp the rifle, as for the "*On guard*" position. The point of the bayonet directed upward over the point of the left shoulder. Magazine to the front.

This is a safety position for carrying the rifle at all times, when in close formation, and must be well practised under different conditions, in order that each individual may learn the sense of its use.

6. "*Long point*" (Plates IV and V).—From the "*On guard*" position, punch the rifle forward with both hands, until the left arm and wrist are stretched to their fullest extent; at the same time, push the body forward by raising the right heel and bending the left knee—body well balanced over the left thigh. Head following the direction of the point. Tread of the rear foot gripping the ground. Butt lightly against the body, inside the right forearm. The movement must be so "*timed*" that the whole weight of the rear leg, body and arms unites as the point strikes the object.

7. *The "Withdrawal."*—To "Withdraw" after a "Long point," draw the rifle back without twisting it, as far as the grasp of both hands will permit, the whole body taking part in the backward movement. The rear leg should be kept straight to act as a prop, the head forward.

Three methods of withdrawal must be taught, each method depending on the proximity of the target.

- (a) Left hand forward, close to piling swivel (Plate VIII).
- (b) Left hand close to piling swivel, left foot close to bayonet (Plate VI).
- (c) Left hand close to piling swivel, right hand grasping rifle at the point of balance (Plate VII).

Dummies should be placed, so as to practise men in all three methods.

8. *Aiming* :—

- (a) A target must always be named, viz. :—" At the throat," " At the belly," &c., in order to cultivate the habit of aiming at a definite point of a man's body, and to teach the principle of directing the point on to the part of the target to be hit.

To practise points against a retreating enemy, one rank should be turned about and points should be made " at the kidneys," " back of the neck," " back of the thighs."

This latter practice is useful to prevent men from copying their opposite numbers, when carrying out for the first time a movement or combination of " Points " and " Butt strokes."

- (b) In the lesson by eye, rank *v.* rank, the hand is placed quickly on any vital spot, the man making the point directing it first at the part designated by his opposite number's hand.

For combined points, both hands should be used. In Oblique Points, which are more advanced, the hand is to be raised to the right or left clear of the body, but not at a greater angle than 45 degrees from the attacker's front.

- (c) The eye lesson at the " Ring and blob " or " Dummy " is the only perfect way of cultivating accuracy, as the men can see, when they hit the target. Care must be taken to change continually the position of the " Ring " or " Blob."

All men must be taught to move instantly on seeing the "Ring," to teach the making of a practical "Point."

- (d) In future, in order to conform to musketry instruction, *The right or left side of a target will mean the attacker's right or left.*

NOTES.

1. The rifle should never be drawn back to deliver a "Point."

2. In class work, rank *v.* rank, pass right arm to right arm. The distance between files should never be less than three paces.

At the "Dummies," leave the "Dummy" on your own right side.

When carrying out the final assault practice, the interval should not be less than five paces—to guard against accidents.

3. When making a point on the move, the foot moves forward and the point is delivered at the moment of arrival "In distance" of the object; this will ensure that the men use either the right or the left foot naturally.

4. The rifle must be grasped correctly and firmly to avoid injury to the hands.

5. No attempt must be made to carry out the final assault practice before the men have been carefully instructed in, and have mastered, the preliminary lessons.

6. Insist on the men punching the rifle out after a "Withdrawal" when returning "On guard."

LESSON 2.

The "Short point."—From the "On guard" position, on the order "*Short point—Ready!*" :—

(a) Jerk the rifle back, as far as for a "*Long point*" withdrawal.

(b) Slip the left hand quickly forward to a position close up to the piling swivel (Plate VIII).

On the order "*Point!*" deliver a point vigorously in a similar manner to the "long point" (Plate IX).

The "Withdrawal."—Move the right hand forward (Plate X), jerk the rifle back, as far as the grasp of the hands will allow, and return "On guard" in two motions:—

- (1) Punch the rifle forward to the full extent of the left arm.
- (2) Slip the left hand back to the "On guard" position.

NOTES.

1. The "Short point" is used:—
 - (a) After a "Long point" withdrawal with the left hand forward, and, when there is no time to return "On guard."
 - (b) When carrying the rifle in the "Short point" position.
2. It should be practised:—
 - (a) Stationary with the left foot forward.
 - (b) With one pace advancing, either with left or right foot.
 - (c) In conjunction with a "Long point."
3. The principles of the "Long point" lessons in the 1st, 2nd and 3rd practices should be observed as far as they apply.

At the "Ring," the "Ready" position is taken up, when the instructor or man working the "Stick" places the "Ring" just under and inside the bayonet, which is equivalent to the order "Short point—ready!" The point is delivered in the direction in which the ring is subsequently placed, as in the "Long point."

LESSON 3.

The "Jab point."—From the "On guard" position, on the order "Jab—ready!"

- (a) Make ready, as for "Short point." (Plate VIII).
- (b) Shift the right hand quickly and grasp the rifle round the fore end of the back-sight, at the same time, pull the rifle downwards and backwards close to the body, as far as the grasp of the left hand will allow—the body inclined forward, the right heel raised and the right knee bent, as in Plates XI and XII.

On the order "*Jab!*" make the point as follows:—Jerk the point forward and upward with the arms (from the elbows), and force the whole body up behind it, by straightening out the rear leg.

NOTES.

1. The head must follow the direction of the point.
2. The body is more or less inclined forward, according to the distance of the target.
3. The point should not move more than 8 or 9 inches in the upward motion.
4. No pause between "*Point*" and "*Withdrawal*."
5. The "*Point*" should always be made at the throat or face, although it is a good thing to practise it at any angle, and from the stationary position to extreme range.
6. This point is made:—
 - (a) In trenches for close fighting, when carrying the rifle in the "*Jab—ready!*" position.
 - (b) After withdrawal from a "*Long*" or "*Short point*" (with both hands in the "*Jab*" position), when a target appears within immediate striking distance, and there is no time to make any other kind of "*Point*."

LESSON 4.

"*Parries*."—

- (a) In the "*On guard*" position. (Plate I.)
- (b) In the "*Short point, ready*" position. (Plate VIII.)
- (c) In the "*Jab point, ready*" position. (Plates XI and XII.)

"*Parries*" are formed in the above three positions, either high or low, *viz.*:—above the hands, or below the hands. They are always made straight to the front, and obliquely to the right or left, at any angle inside 90 degrees.

1. In the "*On guard*" position (Plate I).—Vigorously straighten the left arm, assisting the movement with the right arm and a slight forward motion of the head and shoulders, sufficiently to cover the right or left side, as the case may be. The angle of the barrel must be maintained, as for the "*On guard*" position, and the whole movement must be as strong as possible, consistent with control. The forward

thrust supplies the power, and the left arm controls the rifle, the butt being held firmly and not allowed to leave the body throughout the motion.

In practising "Parries" directly to the front, an opening must be made on either side, before a "Point" with the "Stick" can be made.

Oblique "Parries," high or low, at any angle, should be well practised; in this case, the defender must turn directly towards the attacker, as he forms the "Parry," pivoting on the rear foot, and observing the same rules, as for a "Parry" directly to the front.

2. In the "*Short point, ready*" position (Plate VIII).—The same principles apply, except that, when "Parrying" to the left, and, when the attacker is closer than "Long point" distance, the "Parry" must be made backwards.

Oblique "Parries" must also be practised.

3. In the "*Jab point, ready*" position (Plates XI and XII).—"Parries" are made to the right or left front, by keeping the upper arms close to the sides, and by jerking the body out behind the forearms in the slight forward movement of the rifle.

In parrying to the left, a distinct twist of the shoulders is necessary, the rear leg being used to push the hips round.

Points delivered *low* (below the hands), are parried by an oblique swing of the butt across the target; the left arm being kept close to the body, and the right arm limiting the movement of the butt. The rear leg is straightened slightly to give the necessary power. Oblique parries must also be practised.

4. *Method of using the "Ring and blob stick" in the parry Lessons.*—The "*Ready*" position is shewn in Plate XIII.

The point with the "Stick" is made by throwing the blob forward to the full extent of the right arm at any vital spot, using the left hand as a guide. The "Stick" must travel forward in precisely the same way, as if an actual "Point" was being made with a bayonet.

When the "Stick" is "Parried," the attacker must not hold it firmly to the front, but allow it to be carried in the direction in which it is forced by the "Parry."

The "Point" with the "Stick" should be made quite slowly at first, and gradually worked up until it is made as forcibly as possible.

The attacker must take care that he is not too close, as otherwise he might hit the defender, but, on the other hand, he must be near enough to make the "Point" convincing.

It must be clearly understood that the "Stick" represents a rifle and bayonet, and as such it must be parried. The Scabbard should be removed in all "Parry" lessons, to avoid unnecessary damage to it.

The attacker, when making a "Throw point," should avoid being too close to the defender, as there is a liability of the hand running on to the bayonet.

LESSON 5.

"Butt Strokes."—A "Butt stroke" is only used when, for some reason or other, an effective "Point" cannot be made, *e.g.* :—

- (a) After "Parrying" a "Point," the defender can use a "Butt stroke" to disable the attacker.
- (b) After "Parrying" a "Point," when, owing to the fact that both combatants are so close, the defender is unable to make a "Point" without drawing the rifle back.

"Butt stroke I" (Plates XIV, XV and XX).—Using the left arm as a pivot, punch the toe of the butt at the exposed parts of the target, *e.g.*, the fork, belly, ribs, face, &c.; the body, rear leg and arms must work in combination, in order to make the blow effective. This "Butt stroke" can be carried out, either stationary or advancing, according to the distance of the target.

"Butt stroke II" (Plate XVI).—"Butt stroke I" having failed, *i.e.*, it has (a) not been hard enough to be effective, or (b) just fallen short, slash the bayonet down obliquely at the right side of opponent's face or neck. If without steel helmet, deliver the blow straight at his head. The whole weight of the body must be behind the blow. This "Butt stroke" can be carried out, either stationary or advancing, according to the distance of the target.

N.B.—If "Butt stroke I" has failed, your opponent is not likely to be "In distance" for an effective "point," he is more likely to be close to you.

In Plate XVI, the position of the Instructor has been reversed, in order to show "Butt stroke II" more clearly. As a continuation to Plate XV, the Instructor would naturally be on the other side.

"*Butt stroke III*" (Plates XVII and XVIII).—This "Butt stroke" is generally used by the attacker, when he has been quick enough to realise that his "Point" has been "Parried." The position of the rifles being reversed, use the left arm as a pivot, and, turning the point downward, swing the toe of the butt over and forward at opponent's face. If opponent's face is below your own, a slightly downward motion has to be given to the butt.

NOTES.

1. All "Butt strokes" should be made, so to speak, in the actual space occupied by the body at the time, for the following reasons:—

- (a) To meet the requirements of confined spaces—trenches, &c.
- (b) By keeping the rifle more or less central, it will form a natural covering against attack.
- (c) In the open, it obviates the danger of hitting the man on your right or left.

2. In the early stages "Butt strokes" are best taught with a short step—advancing, but they must also be practised—stationary.

In carrying out "Butt strokes" at the "Blob," as soon as the men acquire proficiency, the "Stick" should be placed in different positions.

Men must be taught to move at the instant that the "Blob" is placed in position, no matter where it may be.

For combined movements of "Points," "Parries" and "Butt strokes," see advanced lessons, Schedules B and C.

3. All "Butt strokes" are carried out, when first teaching, by word of command, on the executive word "*Butt!*"

4. If it is not possible to use a "Point" or a "Butt stroke" effectively, *e.g.* :—

- (a) When so close that the rifles are jambed,
- (b) When gripped by an opponent,

kick at the fork or belly with foot or knee, or else use any wrestler's trip, such as the "*Back heel*," or a "*Back kick*."

LESSON 6.

Methods of defence, when unarmed.—All men should be taught the following simple methods:—

1. (a) "Parry" opponent's "Point" with the right forearm (Plate XXIII).

- (b) Seize the rifle with the left hand, just in front of opponent's left hand; at the same time grasp his left forearm with the right hand, taking a short pace forward with the rear foot, if necessary (Plate XXIV).
- (c) Kick at fork or belly with rear leg, after which he can easily be disarmed (Plate XXV).

N.B.—The above three motions, although they are shown separately, should be practised, until they can be carried out as one movement.

- 2. (a) "Parry" opponent's "Point" with left forearm (Plate XXVI).
- (b) Seize the rifle with the right hand, just in front of opponent's left hand; at the same time grasp with the left hand behind his left hand, taking a short pace forward, if necessary (Plate XXVII).
- (c) Twist the body quickly round to the left by bringing the right foot round to the left front (Plate XXVIII), and swing the rifle over the head to the left and downward (Plates XXVIII and XXIX).

N.B.—Plate XXIX has been reversed to show the positions of the hands.

NOTES.

1. The above methods of defence must be practised until they can be performed with the utmost speed and confidence. An opponent would have to be exceptionally strong to resist a twist against his grasp; should he retain his grasp, he would be forced off his feet, and could then be dealt with effectively by a kick, which would soon cause him to leave go of his rifle.

2. The turning of the body away from the point has the advantage of removing the target, in addition to the added power given to the parry with the arm.

3. As a general principle, it is always safer to partially disable an opponent by a kick before attempting to disarm him.

4. "Trips" and "throws" on the move, if well practised, will enable a man to deal with an opponent in "Corps-at-corps" fighting with confidence.

5. After having disarmed an opponent, he must be killed with his own weapon.

6. Scabbards must be on the bayonets during these practices.

LESSON 7.

" BEATS."

A " Beat " is made in precisely the same way as a " Parry." It is a vigorous blow delivered with the bayonet with the object of forcing an opponent's weapon to one side, and thus making an opening for an attack.

NOTES.

1. " Beat " to the right is made with the edge of the bayonet.

" Beat " to the left is made with the back of the bayonet.

A " Beat " is *never* made with the flat side of the bayonet.

2. The body must go well forward behind the rifle, in order to obtain increased power and to get inside an opponent's " Point."

3. A " Point " or " Butt stroke " is made after a " Beat," according to the " *Distance* " of opponent.

4. Men must be well practised in making " Beats," followed either by a " Point " or a " Butt stroke," advancing (one or more paces).

5. (a) Position of the stick to teach a " Beat " (Plate XXI).

(b) Position of the stick to teach " Beat " and " Point " (Plates XXI and XXII).

(c) Position of the Stick to teach " Beat " and " Butt stroke I." (Plates XIX and XX).

6. In using the " Stick " to teach a " Beat " followed by a " Butt stroke " or a " Point," step quickly to the right or left, so that the " Ring " or " Blob " may be showing immediately after the " Beat " has been made.

7. A " Beat " can also be taught at the " Dummies."

(a) Fix a " Blob stick," 5 foot to 5 foot 6 inches long, in the centre of the " Dummy " in such a way that it has to be removed before a " Point " can be made.

(b) A man with a " Blob stick " can be placed on the left side of the " Dummy." In this case, as the " Beat " is made, he must take the stick away to avoid a possible injury to himself.

SECTION 5.

SYNOPSIS OF LESSONS FOR THE GUIDANCE OF
INSTRUCTORS.

SCHEDULE A. (Elementary Course.)

LESSON 1.

Class formation.

Explain hand-to-hand fighting and the "Spirit of the bayonet."

" HIGH PORT." } " REST." } " ON GUARD." }	} Explain, illustrate and practise by " word of command."
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1st Practice.—

- (a) " Long point " (demonstrate with a man or " Dummy ").
- (b) Teach " Long point."
- (c) Teach " Withdrawal " and returning " On guard."
- (d) Explain " Vital parts " of the body.
- (e) Practise " Long point " and " Withdrawal " at " Vital parts," both stationary and advancing with rear foot moving forward.

N.B.—(b) and (c) should be practised slowly at first, and with increasing speed, as the men acquire the correct positions.

2nd Practice. (Rank *v.* Rank. Target indicated with the hand).—

- (a) " Long point " (stationary).
- (b) " Long point " (advancing—one pace).
- (c). (a) and (b) at " Ring."

N.B.—In (a) and (b), the target, as indicated by the hand, must be continually changed; in (c) the position of the " Ring " must be varied from high to low.

(a), (b) and (c) must be separately explained and illustrated by instructors.

3rd Practice. (At " Dummies ").—

- (a) " Long point," " Withdrawal " and " On guard " at hanging " Dummy."
- (b) " Long point," " Withdrawal " and " Pass forward " with one pace at hanging " Dummy."
- (c) " Long point," " Withdrawal " with left hand forward, and " Pass forward " at a walk at hanging " Dummy."
- (d) Repeat (c) at a run.

- (e) "Long point," &c., at "Dummy" on ground.
(Left hand forward and left foot to withdraw at walk and run.)
- (f) The same at "Dummy" in trench. (Both hands forward and left foot to withdraw at walk and run.)
- (g) The same from ramp. (Both hands forward and left foot to withdraw at walk and run.)

N.B.—Each position should be explained and illustrated separately, and the speed gradually increased. When each line of "Dummies" can be taken in good form, take two and three lines at a time, until the men can do an assault practice with "Long points."

Insist on the following:—

- (1) Good and vigorous "Point," "Withdrawal" and "On guard."
- (2) Control between the lines of "dummies."
- (3) Objective.

LESSON 2.

1st Practice.

- (a) "Short point" (demonstrate with a man or "Dummy").
- (b) "Short point" from "Ready" position, "Withdrawal" and "On guard" (stationary).
- (c) "Short point," "Withdrawal," "On guard" and "Pass forward" (advancing one pace).

2nd Practice (Rank v. Rank. Target indicated with the hand).

- (a) "Short point" (stationary).
- (b) "Short point" (advancing one pace).
- (c) (a) and (b) at "Ring."
- (d) Varied "Long" and "Short points" at "Ring."

N.B.—In (d) the "On guard" position should be assumed after each "Point" and "Withdrawal."

3rd Practice (at "Dummies").

- (a) "Short point," "Withdrawal" and "Pass Forward" with one pace at hanging "Dummy."
- (b) "Long" and "Short points" at two hanging "Dummies."
- (c) "Long" and "Short points" at two "Dummies," one on ground and one hanging.

- (d) "Long" and "Short points" at two "Dummies," both on ground.

N.B.—When "Long" and "Short points" can be made in good form, carry out assault practice as in Lesson I, placing the "Dummies" in such positions as will ensure that the men are given a variety of both.

LESSON 3.

1st Practice.—

- (a) "Jab point" (demonstrate with a man or "Dummy").
 (b) "Jab point" from "Ready" position.
 (c) "Jab point," advancing with short steps.
 (d) "Jab point" from "On guard" position (stationary and advancing one pace).

2nd Practice.—

- (a) "Jab point" at "Ring" (stationary).
 (b) "Jab point" at "Ring" (advancing one pace).
 (c) Varied "Long points," "Short points" and "Jab points" at "Ring" (stationary and advancing).

N.B.—In (c) the "On guard" position should be returned to after each "Withdrawal."

3rd Practice.—

- (a) "Jab point" at hanging "Dummy" (stationary and advancing various distances with one pace).
 (b) "Short" and "Jab points" at two "Dummies."
 (c) "Long" and "Jab points" at two "Dummies."
 (d) "Long," "Short" and "Jab points" at three "Dummies."

N.B.—In (b), (c) and (d), both hands must be in position for the "Jab point" in the "Withdrawal" from either the "Long" or "Short point," which precedes it. "Dummies" must be placed in such a way that all three methods of "Withdrawal" (*vide* Section 4, Lesson I (7)) can be employed.

LESSON 4.

1st Practice.—

- (a) "Parries" (demonstrate with "Stick").
 (b) From "On guard" position, "Parry" stick to right and left—above the hand.

- (c) From "Short point ready" position, "Parry" stick to left only—above the hand.
 (d) From "Jab point ready" position, "Parry" stick to right and left—above the hand.

N.B.—A short pause must be made after each parry in (b), (c) and (d), in order that later, in the advanced lessons, a "Point" or "Butt stroke" can be made from the "Parry"; men are apt to acquire the habit of returning "On guard," as a drill motion, *i.e.*, "one" for "Parry," "two" to return "On guard." In actual practice, a "Point" or a "Butt stroke" would always follow the "Parry".

LESSON 5.

1st Practice.—

- (a) Demonstrate the use of "Butt strokes" with a man.
 (b) "Butt stroke I"—advancing.
 (c) "Butt strokes I and II"—with short step.
 (d) "Butt stroke III"—Advancing.

2nd Practice.—

- (a) "Butt stroke I"—by eye at "Blob."
 (b) "Butt strokes I and II",, "
 (c) "Butt stroke III" " "

N.B.—(a), (b) and (c) at the "Blob" must be practised at varying distances from the stationary position to a full pace—advancing. The blow must be timed with arm, body and rear leg behind the punch. It is not advisable to use serviceable rifles for these practices, as they are very liable to injure them.

SCHEDULE B.

(Advanced Course for Trained Men.)

LESSON I.

1st Practice.—

Repeat Lesson I, 1st Practice, Schedule A.

Add:—(f) Two "Long points" with a change of feet for each "Point."

2nd Practice.—

Repeat Lesson I, 2nd Practice, Schedule A.

Add:—

- (d) "Oblique Points"—stationary and advancing target, indicated by hand.

- (e) "Oblique points"—at "Ring."
- (f) Varied "Long points" at "Ring":—
- (1) Stationary.
 - (2) Advancing one or more paces.
 - (3) Target moving towards attacker, both directly and obliquely.
 - (4) Target moving away from attacker, both directly and obliquely.
 - (5) Target moving obliquely across attacker's front.

3rd Practice.—

Repeat Lesson 1, 3rd Practice, Schedule A, working up to an Assault practice with "Long points," varying the position of "Dummies."

Add:—(h) "Long points" by eye at "Dummies"—using "Ring" to indicate a variety of targets, by placing it quickly in different positions on "Dummies."

LESSON 2.

1st Practice.—

Repeat Lesson 2, 1st Practice, Schedule A.

Add:—(d) "Long" and "Short points" with change of feet for each "Point."

2nd Practice.—

Repeat Lesson 2, 2nd Practice, Schedule A.

Add:—(e) "Long" and "Short points"—targets indicated by hand.

(f) "Long" and "Short points" oblique—targets indicated by hand.

(g) "Short points" oblique, stationary and advancing at "Ring."

(h) Varied "Long" and "Short points," direct and oblique at "Ring."

3rd Practice.—

Repeat Lesson 2, 3rd Practice, Schedule A.

Add:—(e) "Long" and "Short points"—direct and oblique—at "Dummies."

(f) Varied "Long" and "Short points"—direct and oblique—using "Ring" to indicate a variety of targets, by placing it quickly in different positions on "Dummies."

LESSON 3.

1st Practice.—

Repeat Lesson 3, 1st Practice, Schedule A.

Add :—(e) “ Short ” and “ Jab points.”

(f) “ Long ” and “ Jab points.”

(g) “ Jab ” and “ Long points.”

(h) “ Long,” “ Short ” and “ Jab Points.”

2nd Practice.—

Repeat Lesson 3, 2nd Practice, Schedule A.

Add :—(d) “ Jab point ”—oblique—at “ Ring.”

(e) Varied “ Long,” “ Short ” and “ Jab points ”—
direct and oblique—at “ Ring.”

3rd Practice.—

Repeat Lesson 3, 3rd Practice, Schedule A.

Add :—(e) Varied “ Long,” “ Short ” and “ Jab points ”—
direct and oblique—using “ Ring ” to
indicate a variety of targets, by placing it
quickly in different positions on “ Dummies.”

N.B.—Final assault practice with varied “ Points ” and
constant change in position of the “ Dummies ”
bayonet only.

LESSON 4.

1st Practice.—

Repeat Lesson 4, 1st Practice, Schedule A.

Add :—(e) “ Parries ”—Oblique—with stick. In “ Long,”
“ Short ” and “ Jab—ready ” positions.

(f) Varied “ Parries ”—direct and oblique—high
and low. In “ Long,” “ Short ” and “ Jab—
ready ” positions.

(g) Varied “ Parries,” followed by direct “ Point ”
at “ Ring,” stationary and advancing.

(h) Varied “ Parries,” followed by “ Butt strokes,
I and II ”—direct—stationary and ad-
vancing.

(i) “ Parries ” as above, followed by “ Point,” or
“ Butt stroke I,” or “ I and II,” against
advancing opponent.

N.B.—In (i) the instructor or man working the “ Stick ”
should take a pace forward, when delivering “ Point ”
with “ Stick,” to avoid accidents.

LESSON 5.

1st Practice.—

Repeat Lesson 5, 1st Practice, Schedule A.

Add :—(e) Varied “ Butt strokes ” (I) (I and II) (III), followed by “ Points.”

N.B.—The combination of “ Butt strokes ” and “ Points ” should only be practised by advanced classes, as a brain and “ Livening up ” exercise, previous to “ Ring ” or “ Dummy ” work.

2nd Practice.—

Repeat Lesson 5, 2nd Practice, Schedule A.

Add :—(d) “ Butt stroke I ” at “ Blob,” followed by “ Point ” at “ Ring ” in “ Long ” and “ Short point ” positions.

(e) “ Butt strokes I and II ” at “ Blob,” followed by “ Point ” at “ Ring ” in “ Long ” and “ Short point ” positions.

(f) “ Butt stroke III ” at “ Blob,” followed by a “ Point ” in “ Long ” and “ Short point ” positions.

(g) Varied “ Long ” or “ Short points ” at “ Ring ”—direct or oblique—followed by “ Butt stroke III ” and “ Point ” (direct or oblique).

LESSON 6.

“ BEATS—POINTS AND BUTT STROKES.”

1st Practice.—

(a) “ Beat ” to right and “ Point ” at “ Ring.”

(b) “ Beat ” to right, followed by “ Butt stroke I ” at “ Blob.”

(c) “ Beat ” to left, followed by “ Butt strokes I and II ” at “ Blob.”

(d) “ Beat ” to left, followed by “ Point ” at “ Ring ” and “ Butt stroke I ” or “ Butt strokes I and II ” at “ Blob.”

N.B.—(a), (b), (c) and (d) should be taught progressively, *i.e.*, stationary, with one pace advancing (either foot), and at a quick walk.

2nd Practice :—

- (a) " Beat " to right and " Point " at " Dummy."
- (b) Beat to left and " Butt stroke I " at " Dummy."

N.B.—In Practice 2, speed should be worked up to a run. D.P. rifles should be used to practise " Beats " and " Butt strokes." For correct use of " Stick " see Plates XIX, XX, XXI and XXII.

SCHEDULE C.

(For use on board ship by trained men.)

- (a) Varied " Long," " Short " or " Jab points," singly and combined by " Word of command."
- (b) Varied " Long," " Short " or " Jab points " at " Ring "—direct or oblique.
- (c) Varied " Butt strokes " followed by " Points " in " Long " and " Short point " positions.
- (d) " Parries " in " Long," " Short " and " Jab point " positions, followed by " Points"—direct and oblique.
- (e) Varied " Parries " in all positions followed by " Butt stroke I " or " I and II."
- (f) Varied " Points " in " Long " and " Short point " positions, followed by " Butt stroke III."

N.B.—The above Practices should be varied as much as possible—this will ensure that the men carry out all in turn, according to the time allotted. (d), (e) and (f) should form a special feature of each lesson.

SECTION 6.

THE TIN RING COURSE.

(Combination of bullet and bayonet.)

1. The object of this practice is to develop speed, dash, and accuracy of direction with the bayonet.

2. The firer takes up the " prone " position, and loads with five blank cartridges. On the command " *Fire,*" he will fire two rounds at targets placed two feet from the muzzle. (These targets should be " falling," if possible.)

Without waiting for further orders the firer advances at the double, taking the rings while on the move.

Having bayoneted four rings, the firer will halt and fire one round at a target, from the "standing" position, and proceed down the second side of the course, bayoneting the four remaining rings. At the end of the course he will adopt the "kneeling" position, and fire the remaining two rounds of blank.

3. This practice will always be "timed." Time taken from the command "*fire*" to the last round being fired.

4. In order to stimulate the competitive spirit, the instructor will always keep a record of each man's performance, marking as follows:—

Two points for each target hit with blank.

Two points for each tin ring bayoneted.

One point to be deducted for each second over the "standard" time for the course.

SECTION 7.

THE INTENSIVE BAYONET COURSE.

On the completion of Schedule B, the following speeding-up exercise will be carried out.

Each man will be ordered to attack a number of "Dummies," rings, &c., placed irregularly over a distance of about fifty yards.

The course should be arranged in such a manner as to include all the "Points," "Butt strokes," &c., which have been previously taught. The greater variety in the arrangement of the "Dummies" the better, the principle being that the pupil is allowed to go "all-out" for one minute, and at the same time keep sufficiently cool to use his bayonet with skill.

SECTION 8.

THE COUNTER CHARGE.

1. In order to prevent being taken at a disadvantage, the holders of a position, if without ammunition, must make a controlled and well-timed counter-assault against the enemy.

Two lines advancing against one another with the bayonet will seldom meet. The one stimulated with the greater determination and confidence will cause the other line to waver and turn.

2. As proficiency is attained, the following counter-charge exercises will be carried out at the commencement and at the end of each daily lesson.

3. Advance and charge towards the instructor in single rank with scabbards on bayonets. Length of advance and charge from 80 to 100 yards.

Points to be emphasised :—

- (a) Control while advancing slowly at the "High port."
- (b) Dash and determination during the last 20 yards.
- (c) Resumption of control and opening the fire after completion of charge.

4. Two lines about 80 to 100 yards apart extended at four paces interval, to advance and charge through one another, passing right arm to right arm.

Points to be observed as in the first exercise.

5. Attack and counter-attack.

Attackers.

- (a) Advance at the "Trail" about 150 yards from the position to be assaulted.
- (b) After advancing about 50 yards, break into a steady "Double" and commence the assault at the "High port."
- (c) When within 20 yards of the enemy, charge.

Defenders.

- (a) Lying in the open or in a trench. Open fire and continue until ammunition is exhausted.
- (b) Advance to the front of the position without loss of time, assuming the "On guard" position, and
- (c) Charge the enemy.

Points to be emphasised :—

Good fire orders at commencement.

Control during movement.

"Timing" of the counter-charge, *i.e.*, judging the right moment for the defenders to leave cover.

6. When carrying out the exercises described above, the following qualities should be developed :—

- (a) *Determination.*—Each man as he advances must select an individual opponent to kill, and must

concentrate all his thoughts upon that determination. He must keep his eyes upon the selected victim and upon him alone.

- (b) *Fury and dash*.—Every man must shout "Charge" as he rushes in upon his opponent.
- (c) *Control*.—While still keeping his eyes upon his victim, each man must develop a "Collective sense," which enables him to keep touch to the right and left.

NOTE.—In addition to being a means of stimulating the man's brain during instruction, counter-charges form an excellent means of developing dash; strengthening the leg muscles, and improving the wind.

SECTION 9.

FINAL ASSAULT PRACTICE.

1. *The final assault practice is only to be carried out after the men have been thoroughly trained in all the preliminary lessons, and have acquired complete control over their weapons, otherwise injury to rifles and bayonets will result from improper application of the methods laid down in the foregoing instruction.*

The Final Assault Practice must approximate as nearly as possible to the conditions of actual fighting.

2. For this practice the men should be made to begin the assault from a trench six or seven feet deep, as well as from the open.

3. For the preliminary practice it is advisable to use a well-defined enemy trench as the objective, with firm ground over which the attacking sections may advance.

During the later stages of training, however, men should be practised to assault over broken ground, which more nearly represents the conditions which obtain after a heavy bombardment of the enemy's trenches.

4. The final assault practice is not intended as a tactical exercise, but in carrying out the practice the following general principles will be observed:—

- (a) Fire should invariably precede and follow movement.
- (b) All members of the attacking party must leave the trench or rise from cover simultaneously.
- (c) The first stage, especially of a long advance, will be slow and steady—not faster than the pace of the slowest man.

Such an advance has a decided moral effect on the enemy, makes certain of the maximum shock at the moment of impact, and at the same time allows the attacking force to reach its objective without undue exhaustion. On the other hand, if the assault is allowed to develop without control and in a haphazard fashion, the moral effect of a steady resistless wall of men is lost, and the defenders may be given time to dispose of their opponents in detail.

- (d) The actual charge will not be made over a greater distance than twenty paces. Within the last ten yards, and before closing with the enemy, the rifle will be brought to the threatening, yet defensive, "On guard." The line will, as far as possible, be maintained until actual contact with the enemy is gained.
- (e) As soon as the position has been taken, every precaution will be taken against a counter-attack. The pursuit of the enemy by rapid fire, or the repelling of a counter-attack will invariably be practised with or without ammunition, according to the safety area of each assault course.

SECTION 10.

LEADERSHIP IN THE ASSAULT.

1. It is of first importance that leaders, *i.e.*, section commanders, have a thorough knowledge of the tactical application of the bayonet.

2. The importance of discipline and organised control throughout the conduct of a bayonet assault cannot be over emphasised. It must be remembered that in this, as in all other military operations, success can only be achieved through the closest co-operation of all concerned; and that, while individual initiative is not to be discouraged, it must be strictly subordinated to the intention of the leader of the assaulting party.

3. Section commanders will regulate the pace and direction of the assault. They will also be responsible for deciding the exact instant at which the command "Charge" will be given, and immediately "re-form" their units before advancing to the next position.

4. Such power of command as indicated in Section 10, paras. 2 and 3, will result in an advance, demoralising to the enemy, assuring the maximum shock at the moment of impact, and at the same time, the minimum of fatigue to the attackers.

5. The employment of fire during an assault must not be overlooked. Section commanders must, therefore, be prepared at any instant to halt their sections, and issue a fire order should the tactical situation demand.

6. A bayonet assault should preferably be made under cover of fire, surprise, darkness, fog, or smoke. In these circumstances the prospect of success is greatest, for a bayonet is useless at any range except hand-to-hand.

At night most of these forms of cover can be utilised. On the other hand, confusion is inherent in fighting by night; consequently, the execution of a successful night attack with the bayonet requires considerable and lengthy training. Units and individuals should be frequently practised in night work with the bayonet.

SECTION 11.

COMPETITIONS.

Competition is the soul of training. Bayonet training especially lends itself to competitions, and these should be arranged for individuals and sections both on and off the assault course.

SECTION 12.

UPKEEP AND CARE OF APPLIANCES, &c.

1. All instructors should be trained in the upkeep and repair of assault practice courses, &c.

In the case of assault courses on rifle ranges, the Range warden will be responsible for upkeep and repairs.

2. Sacks for "Dummies" should be filled with straw and thin sods (grass or heather), leaves, shavings, &c., in such a way as to give the greatest resistance without injury to the bayonet.

These sack "Dummies" can be made to stand on end by fixing a wooden cross or star (two or three pieces of wood about 2 inches broad and $\frac{3}{4}$ inch thick nailed across one another) in the base of the sack before filling it. They can also be placed with good effect on rough tripods, or tied to improvised stools. Dummy sacks should be hung from galleys by a double suspension from the cross-bar to the top corners and weighted or tethered to the ground from the bottom corners.

3. For practising direction there must always be an aiming mark on the "Dummy." Cardboard discs can be used for this purpose. By continually changing the position of the mark the "life" of the "Dummies" is considerably prolonged. Should the supply of discs fail, they can be improvised out of cardboard or thick paper, or five or six discs can be painted on the "Dummies" as marks.

4. *The greatest care should be taken that the object representing the opponent and its support should be incapable of injuring the Bayonet or Butt. Only light "Sticks" are to be used for parrying practice.*

The chief causes of injury to the Bayonet are insufficient instruction in the Bayonet Training Lessons, failure to Withdraw the Bayonet clear of the "Dummy" before advancing, and placing the "Dummies" on hard unprepared ground.

5. Individual fighting with the Spring Bayonet should be regarded as forming a valuable auxiliary to training men at skill at arms. Weapons for this purpose form part of the equipment of gymnasias. These will be available for the purpose of Bayonet competitions and voluntary instruction.

6. *Standardization.*—The following apparatus for Bayonet Training is now approved and standardized:—

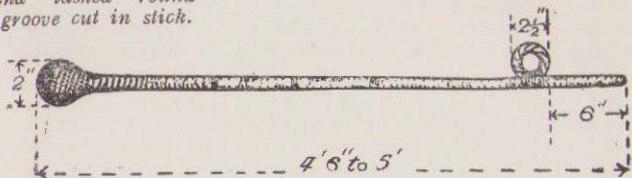
- (a) The "Ring and Blob" Stick, 4 foot 6 inches to 5 foot long.
- (b) Sack "Dummies" for Pointing practice and Assault Courses.
- (c) The Intensive Bayonet Course.
- (d) The Tin Ring Course. (Plate XXX.)
- (e) The Assault Course. (Plate XXXI.)

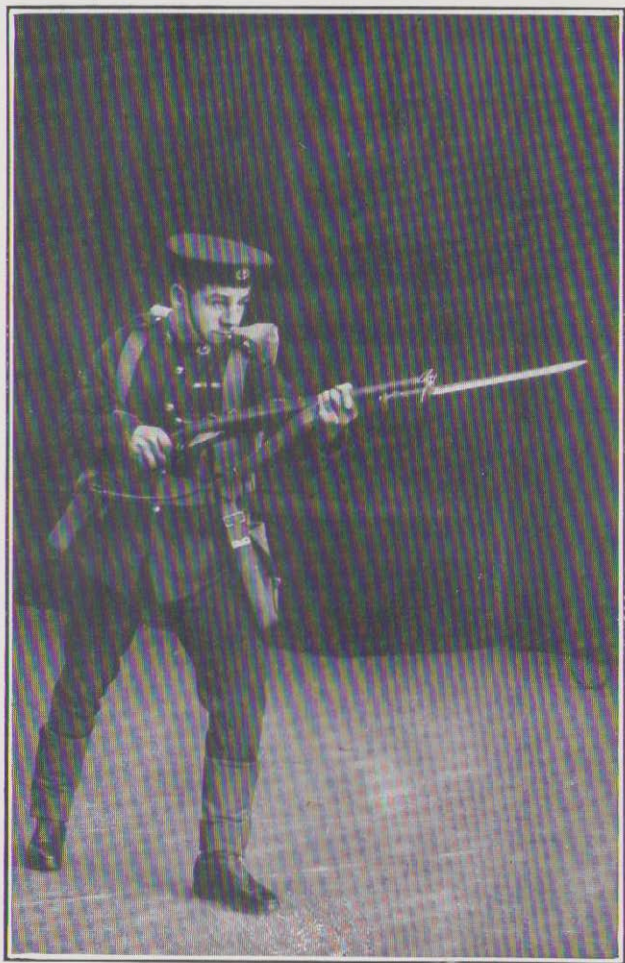
Nos. (c), (d) and (e) should be built in the neighbourhood of all barracks. Plates XXX and XXXI illustrate the normal Courses, but these may be modified to suit local conditions.

"THE RING AND BLOB" STICK.

*Pad made of canvas
stuffed with rags, &c.,
and lashed round
groove cut in stick.*

*Rope thrusting Ring—
a grummet lashed on
to stick.*

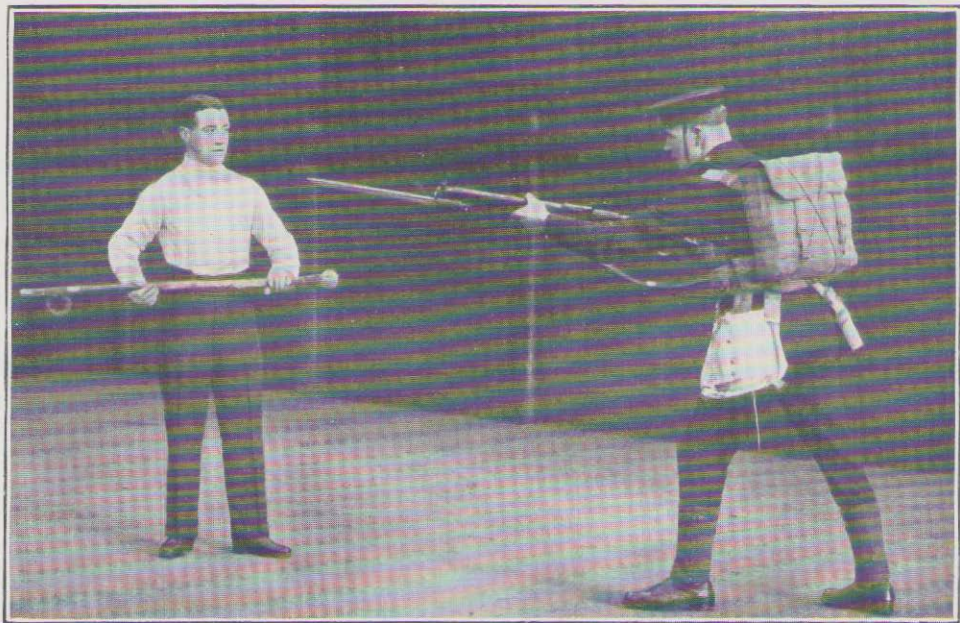




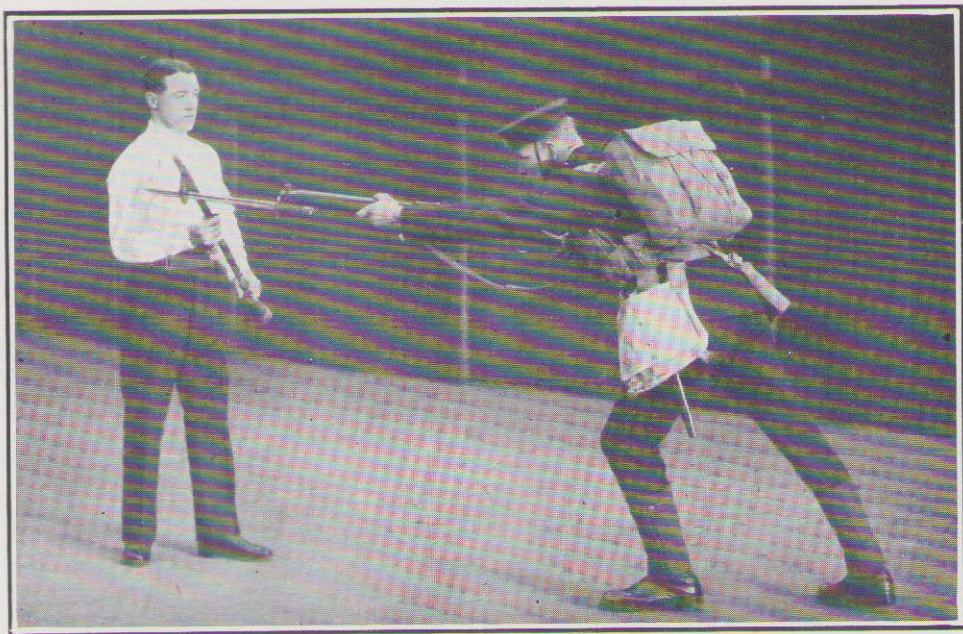
"ON GUARD."—Lesson 1 (3).



"HIGH PORT."—Lesson 1 (5).



"READY" POSITION OF "STICK."—Section 3 (14).



"LONG POINT" AT "RING."—Lesson 1 (6).



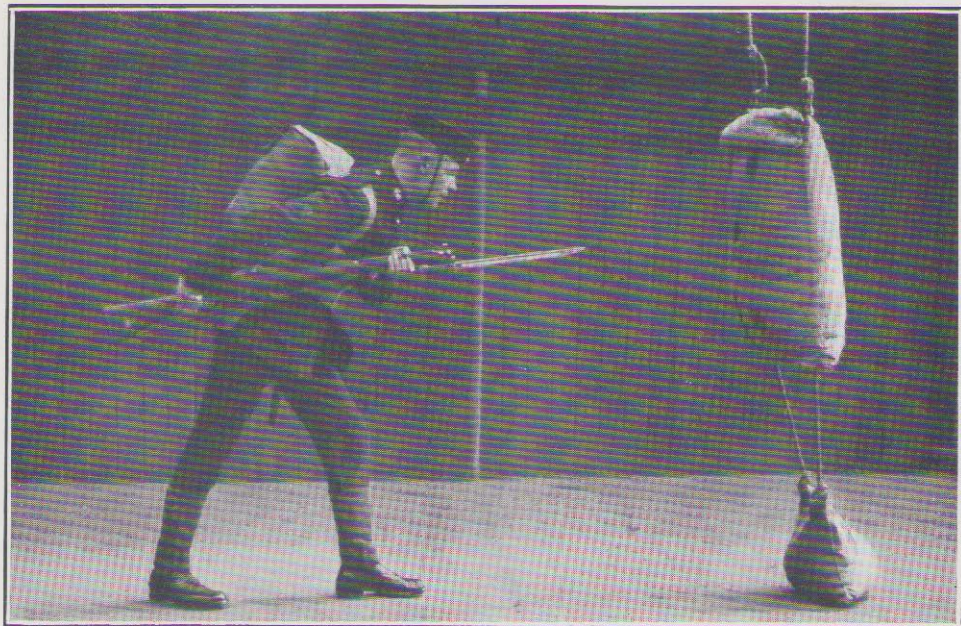
"LONG POINT" AT "DUMMY,"—Lesson 1 (6).



"THE WITHDRAWAL."—Lesson 1 (7) (b).



“THE WITHDRAWAL.”—Lesson 1 (7) (c).



“SHORT POINT—READY!” POSITION.—Lesson 2. Also “THE WITHDRAWAL.”—Lesson 1 (7) (a).



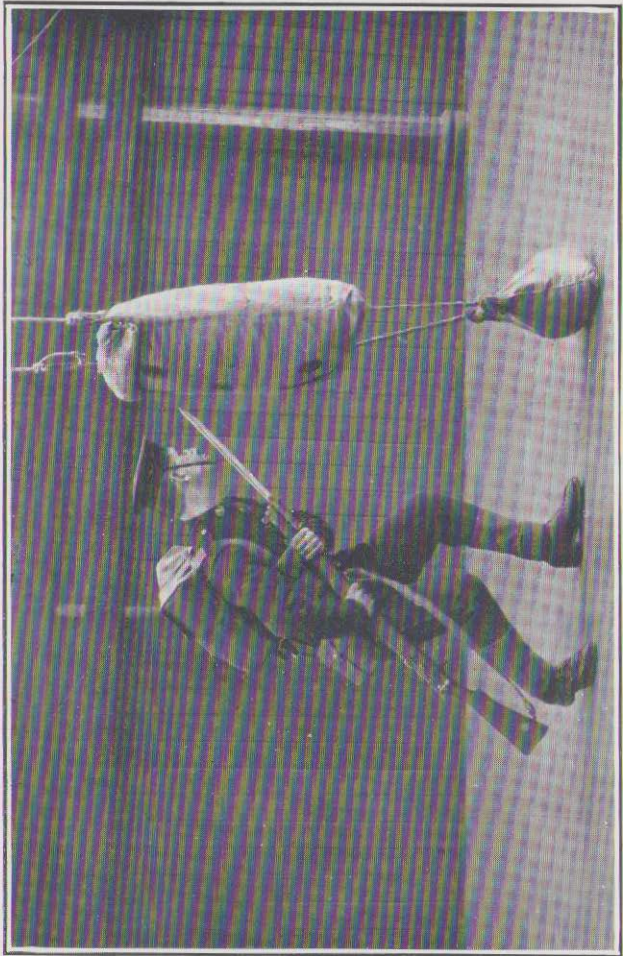
"SHORT POINT."—Lesson 2.



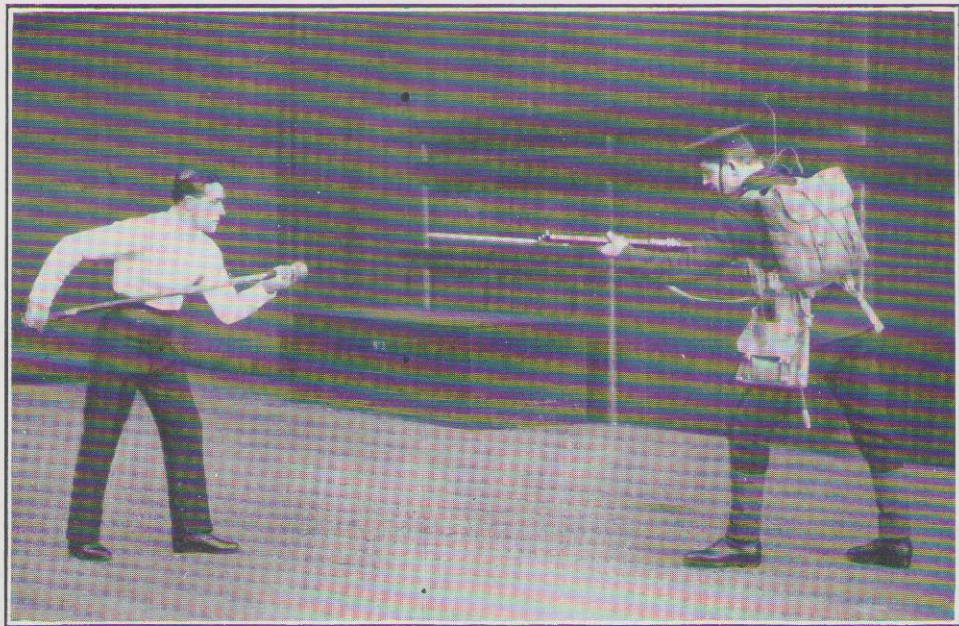
“WITHDRAWAL” FROM “SHORT POINT.”—Lesson 2.



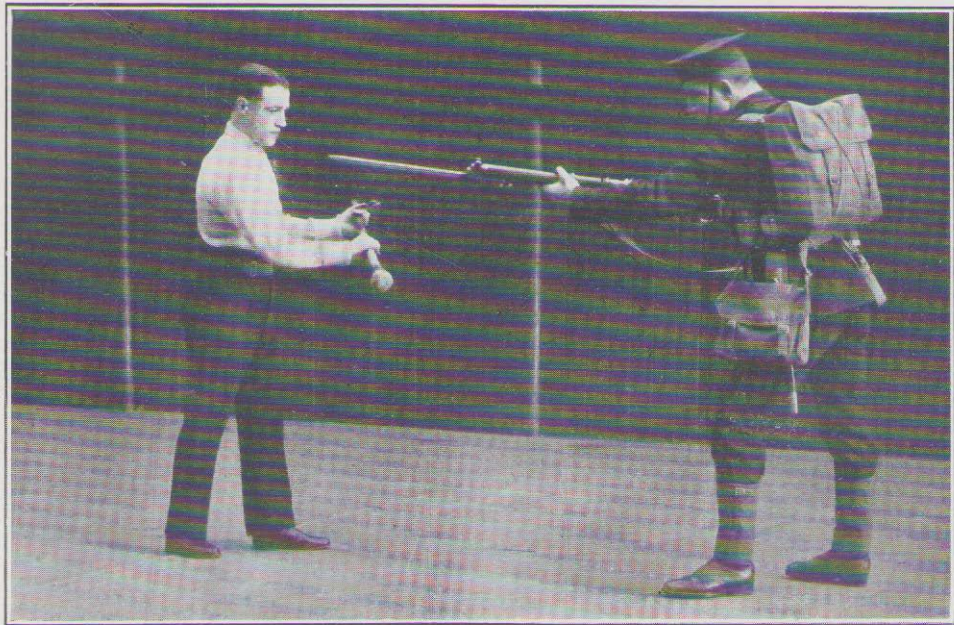
"JAB POINT—READY!" POSITION.—Lesson 3.



"JAB POINT—READY!" POSITION.—Lesson 3.



“READY” POSITION OF “STICK” FOR “PARRIES.”—Lesson 4 (4).



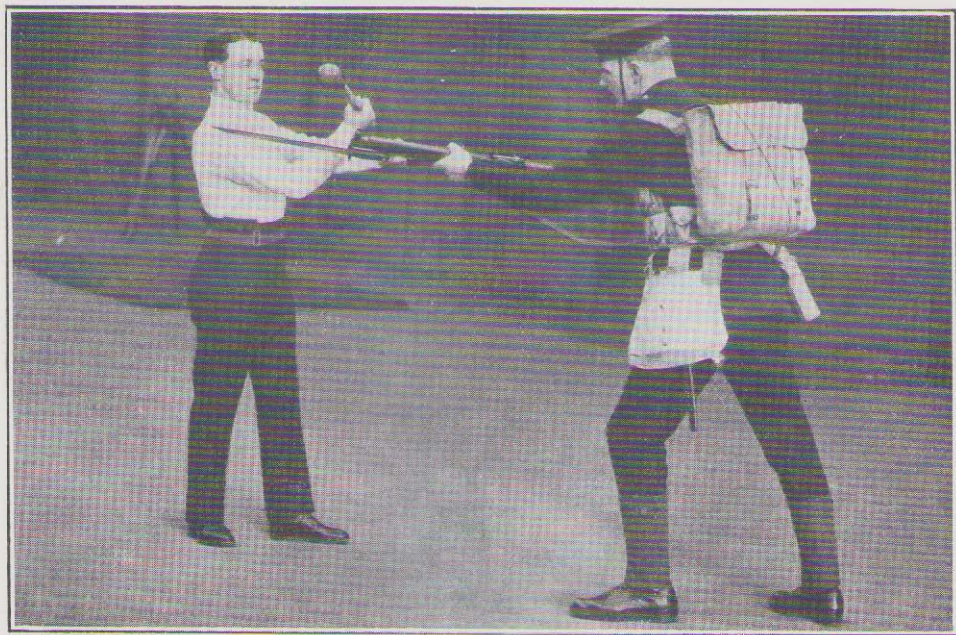
" BUTT STROKE I " AFTER " PARRY. "—Lesson 5.



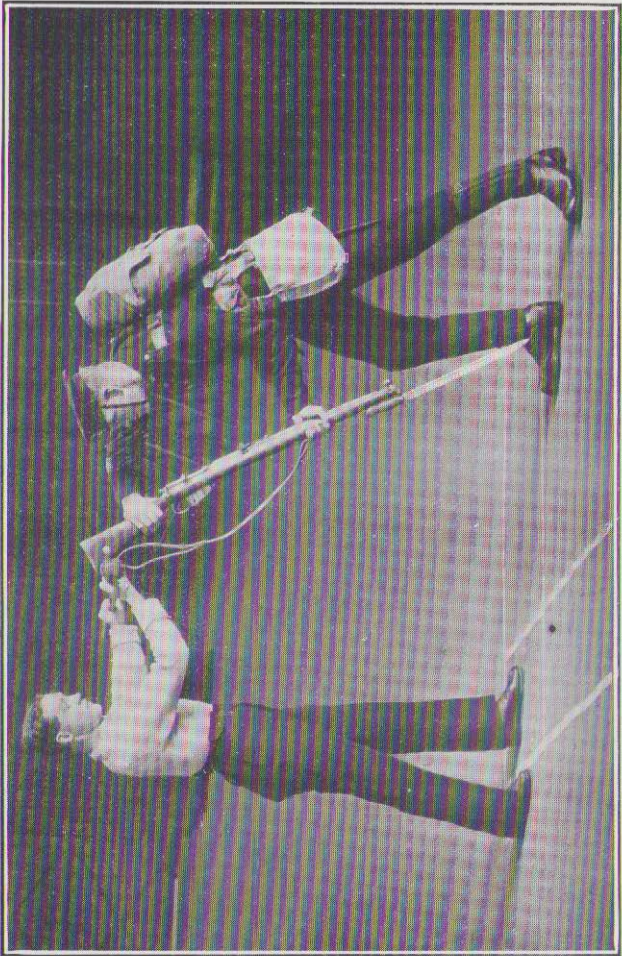
“ BUTT STROKE I.”—Lesson 5.



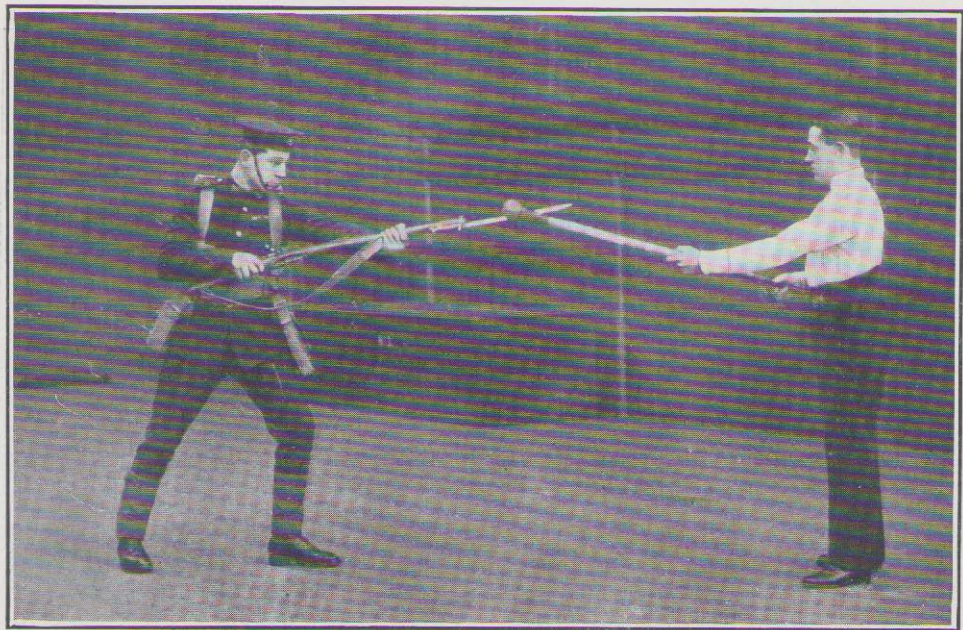
"BUTT STROKE II."—Lesson 5.



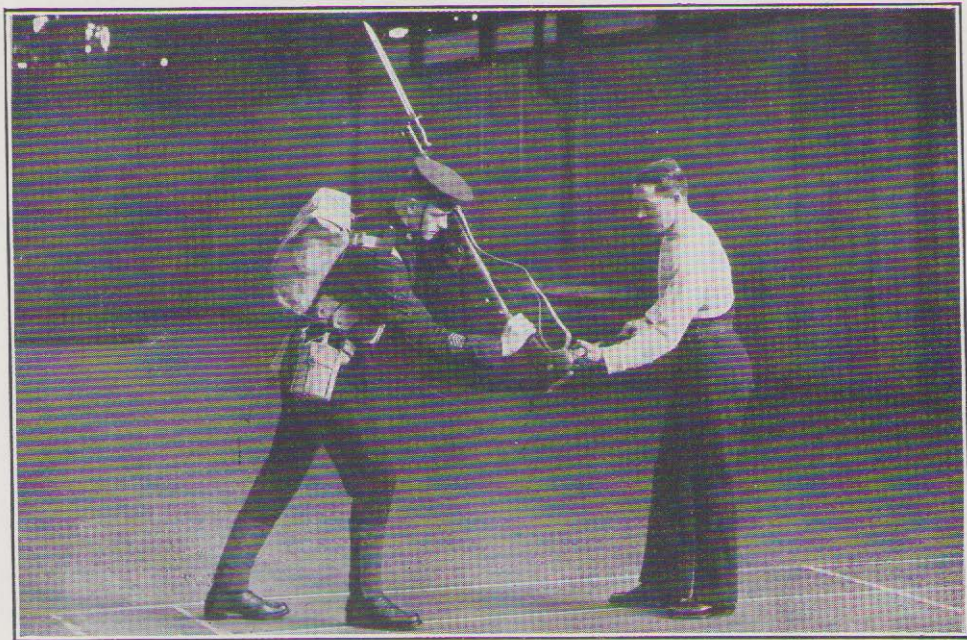
“READY” POSITION OF “STICK” FOR “BUTT STROKE III.”—Lesson 5.



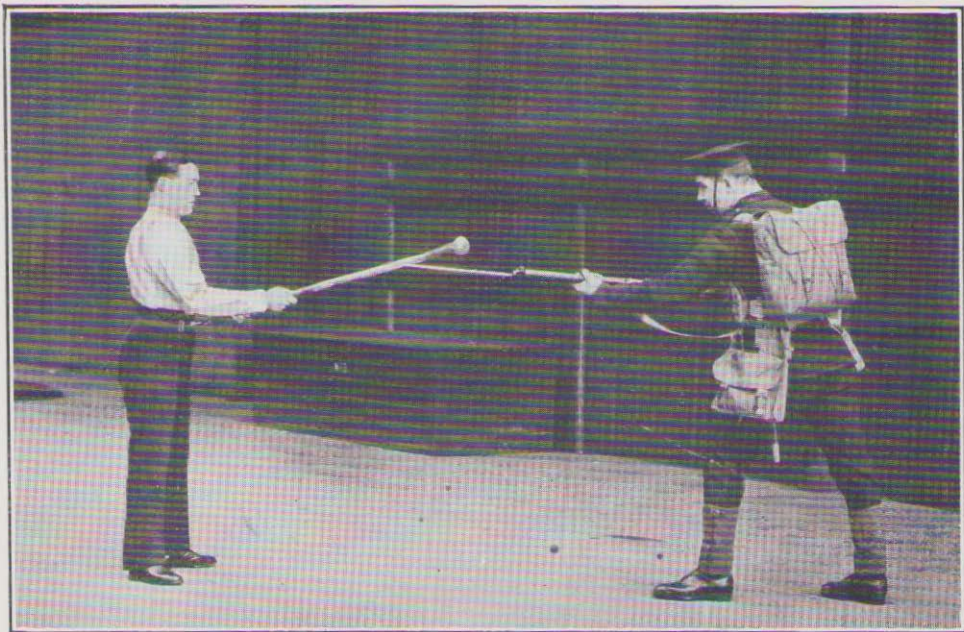
“BUTT STROKE III.”—Lesson 5.



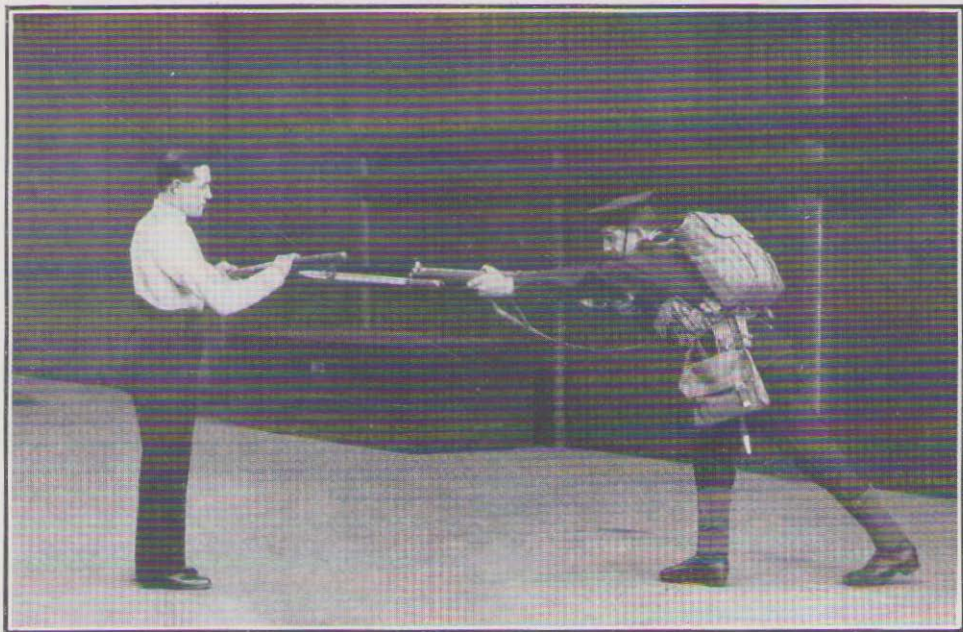
POSITION OF "STICK" TO TEACH "BEAT" AND "BUTT STROKE I."—Lesson 7. Note 5 (c).



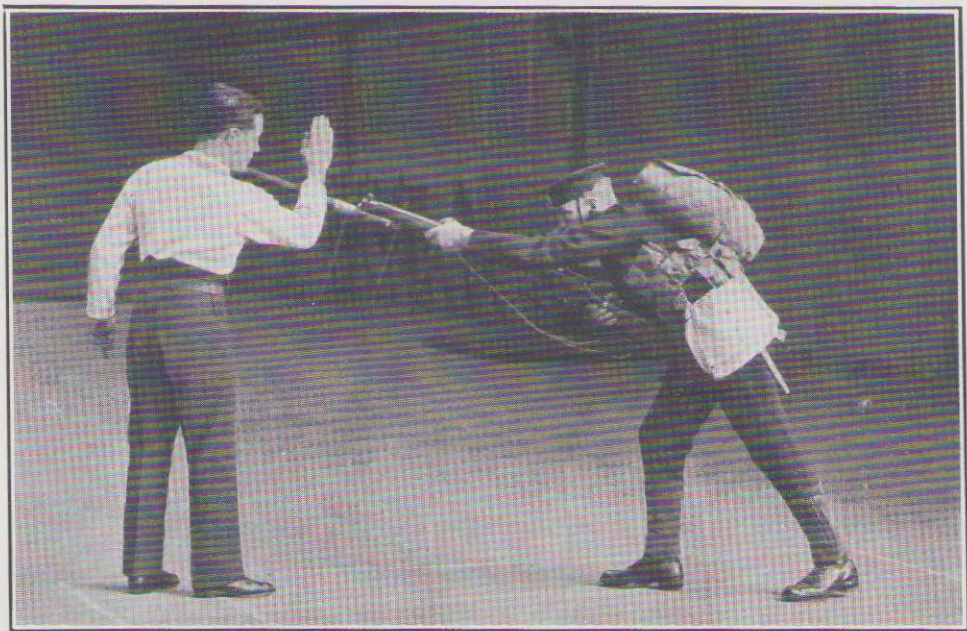
"BUTT STROKE I" AFTER "BEAT," SHOWING METHOD OF USING "STICK."—
Lesson 7. Note 5 (c).



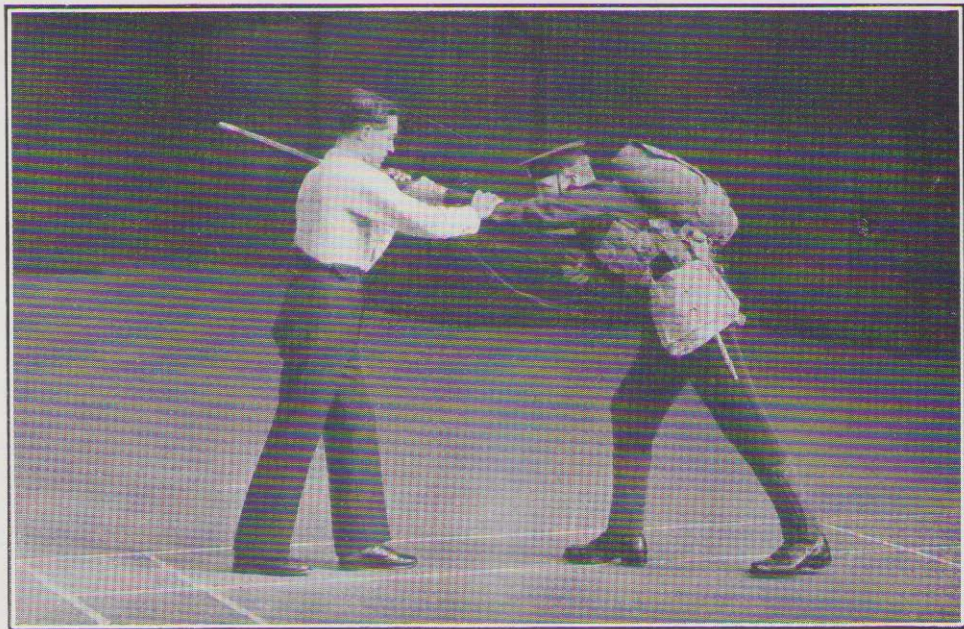
POSITION OF "STICK" TO TEACH "BEAT" AND "POINT."—Lesson 7. Note 5 (b).



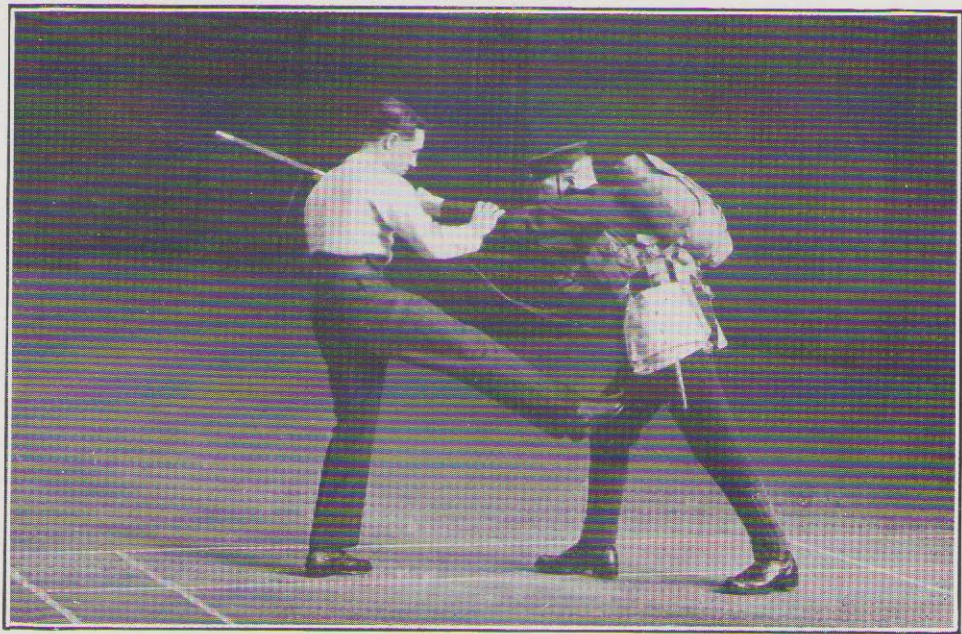
"LONG POINT" ADVANCING 1 PACE AFTER "BEAT."--Lesson 7. Note 5 (b).



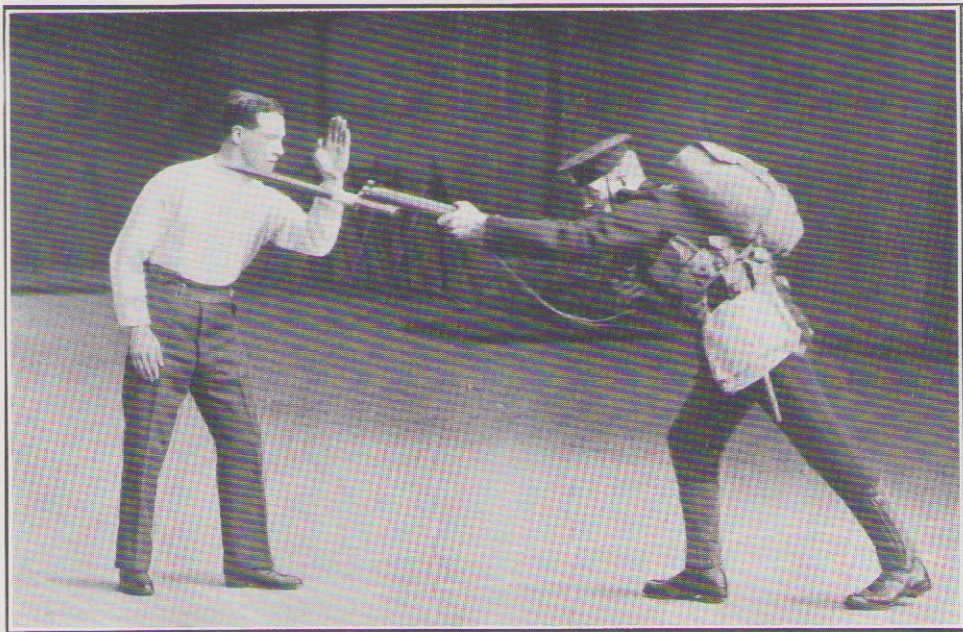
FIRST METHOD OF DEFENCE WHEN UNARMED.—Lesson 6, I (a).



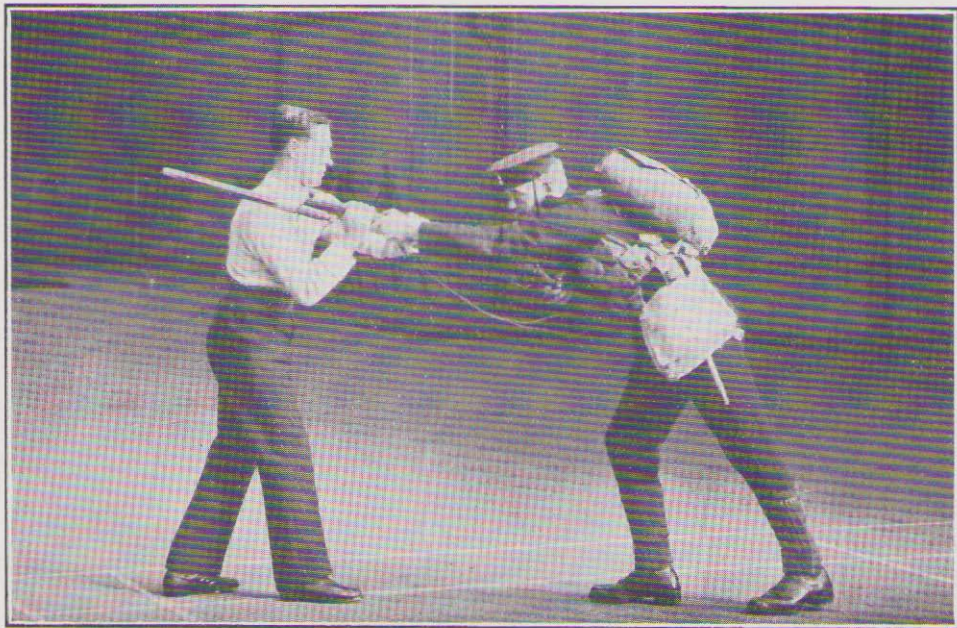
FIRST METHOD OF DEFENCE WHEN UNARMED.—Lesson 6, I (b).



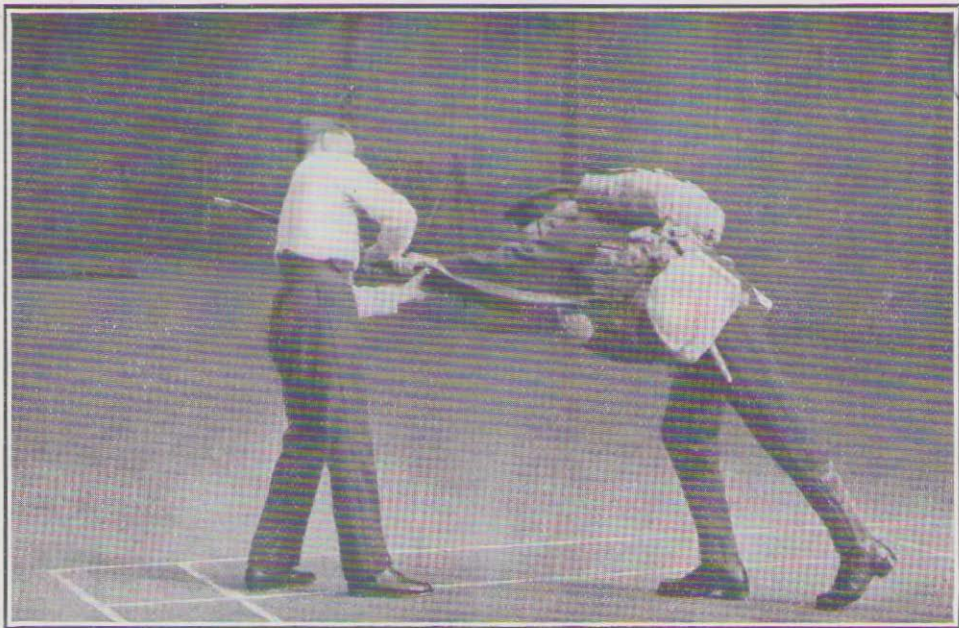
FIRST METHOD OF DEFENCE WHEN UNARMED.—Lesson 6, I (c).



SECOND METHOD OF DEFENCE WHEN UNARMED.—Lesson 6, II (a).



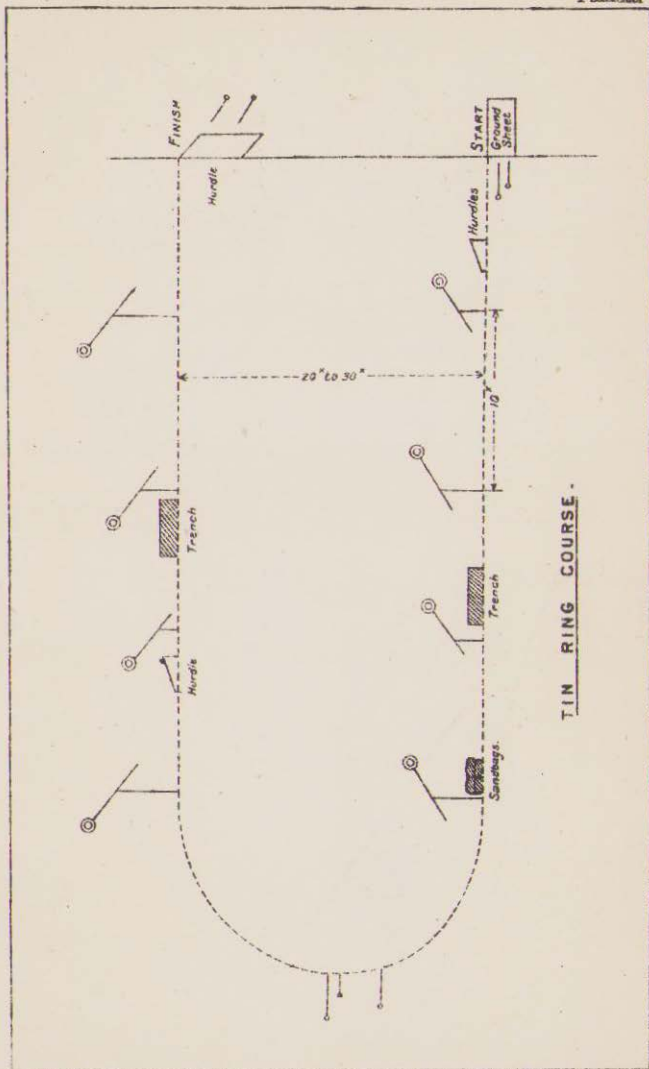
SECOND METHOD OF DEFENCE WHEN UNARMED.—Lesson 6, II (b).



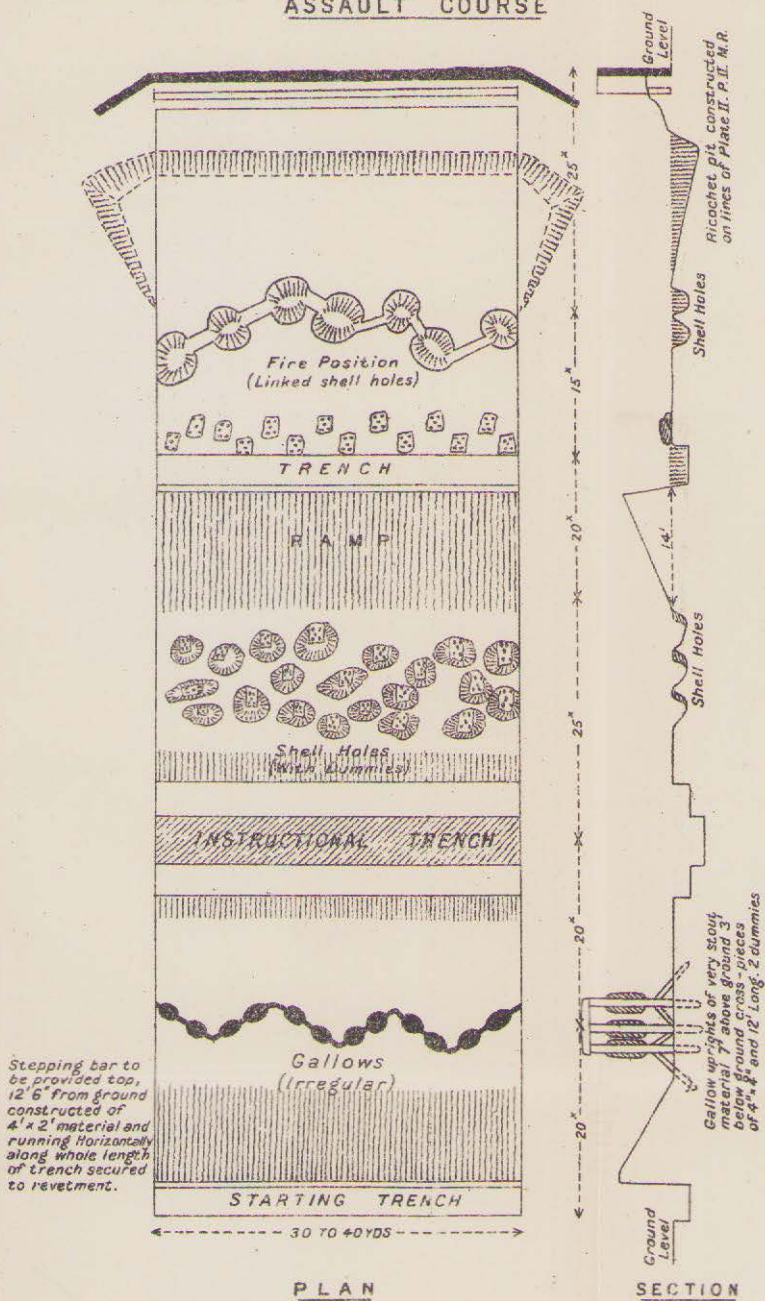
SECOND METHOD OF DEFENCE WHEN UNARMED.—Lesson 6, II (c).



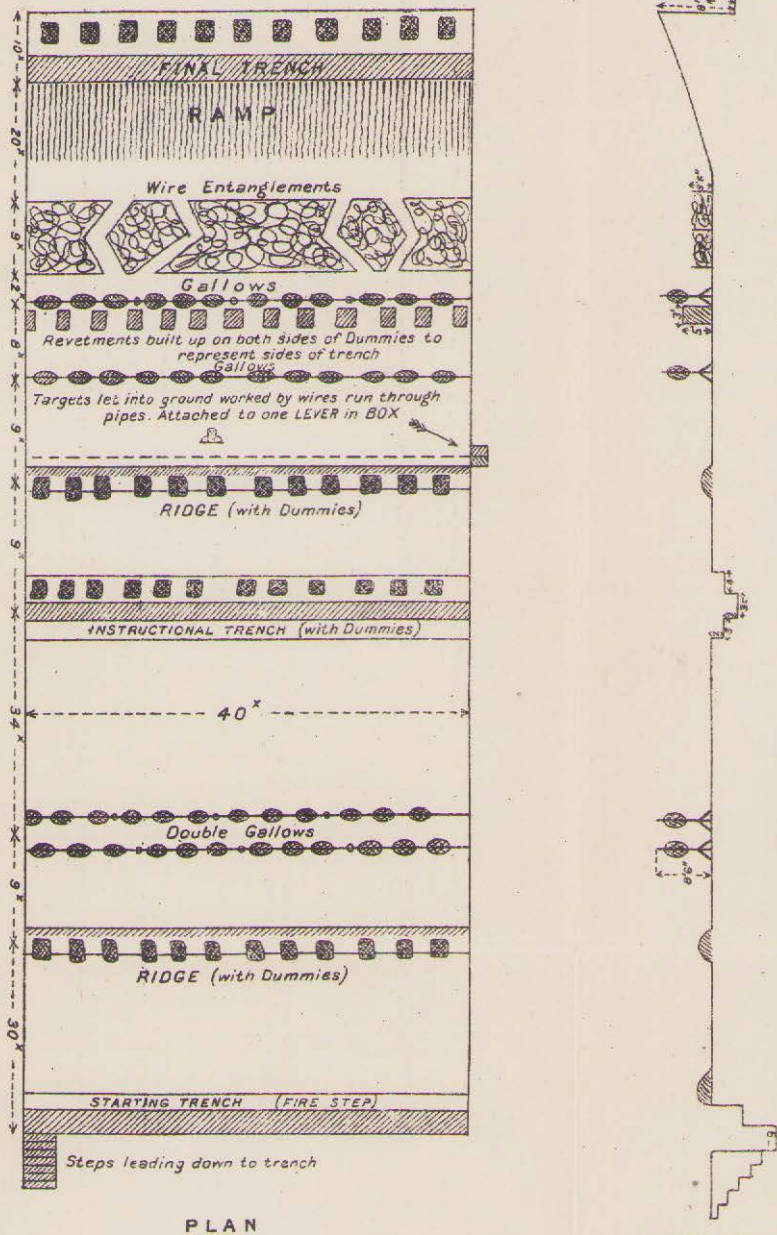
SECOND METHOD OF DEFENCE WHEN UNARMED.—Lesson 6, II (c).



ASSAULT COURSE



MODIFIED ASSAULT COURSE.
DEPÔT. ROYAL MARINES. DEAL.



PLAN

SECTION

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